

DUBLIN CITY UNIVERSITY

ELECTRONIC AND COMPUTER ENGINEERING

Streaming Audio Server with Listener-Tracking Embedded Clients - Status Report



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1 Introduction

This report will address a number of the issues associated with the project.

1.1 Project aim

The aim of this project is to investigate the available open-source music streaming hardware and software, and to analyze their performance. Metrics which must be analyzed include server and client power consumption, CPU and network utilization, and additional required hardware.

2 Background Information

2.1 Open Source Software

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2.2 Open Source Software

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2.3 Hardware Requirements

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3 Problems and Solutions Faced

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3.1 Problems

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3.2 Solutions

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4 Project Plan

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4.1 Semester 1 Plan

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4.2 Semester 2 Plan

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5 Appendix

5.1 Heading

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6 Bibliography